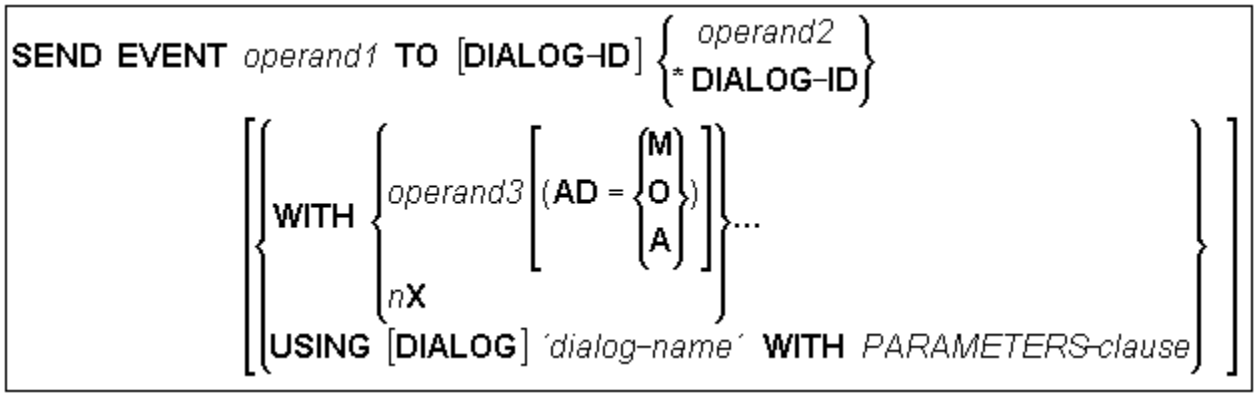
SEND EVENT

Note:
This statement is only available under Windows and Windows NT.



Operand	Possible Structure					Possible Formats												Referencing Permitted	Dynamic Definition
Operand1	C	S				A												yes	no
Operand2		S							I									yes	no
Operand3	C	S	A			A	N	P	I	F	B	D	T	L	C	G	O	yes	no

Function

You use this statement to trigger a user-defined event within a Natural application.

Operands

Operand1 is the name of the event to be sent.

Operand2 is the identifier of the dialog receiving the user event. *Operand2* must be defined with format/length I4.

AD=

If operand3 is a variable, you can mark it in one of the following ways:

AD=O	non-modifiable
AD=M	modifiable
AD=A	input only

The default setting for AD= is AD=M.

Operand3 cannot be explicitly specified if operand3 is a constant. AD=O always applies to constants.

AD=M

By default, the passed value of a parameter can be changed in the dialog and the changed value passed back to the invoking object, where it overwrites the original value.

Exception: For a field defined with BY VALUE in the dialogs's parameter data area, no value is passed back.

AD=O

If you mark a parameter with AD=O, the passed value can be changed in the dialog, but the changed value cannot be passed back to the invoking object; that is, the field in the invoking object retains its original value.

Note:
Internally, AD=O is processed in the same way as BY VALUE (see the section parameter-data-definition of the DEFINE DATA statement).

AD=A

If you mark a parameter with AD=A, its value will not be passed to the dialog, but it will receive a value from the dialog. AD=A fields will be reset to empty before the event is sent.

For a field defined with BY VALUE in the dialog's parameter data area, the invoking object cannot receive a value. In this case, AD=A only causes the field to be reset to empty before the event is sent.

Passing Parameters to the Dialog

It is possible to pass parameters to the dialog.

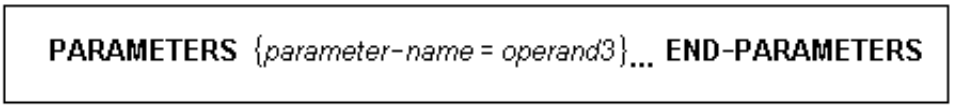
As *operand3* you specify the parameter(s) to be passed to the dialog.

With the *PARAMETERS-clause*, parameters may be passed selectively.

nX

With the notation *n*X you can specify that the next *n* parameters are to be skipped (for example, 1X to skip the next parameter, or 3X to skip the next three parameters); this means that for the next *n* parameters no values are passed to the dialog.
A parameter that is to be skipped must be defined with the keyword OPTIONAL in the dialog's DEFINE DATA PARAMETER statement. OPTIONAL means that a value can - but need not - be passed from the invoking object to such a parameter.

PARAMETERS-clause



Note:
You can only use the PARAMETERS-clause if the specified target dialog (dialog-name) is cataloged.

Dialog-name is the name of the dialog receiving the user event.

Note:
If the value of a parameter marked with AD=O and passed "by reference" is changed in a dialog, this will lead to a runtime error.

Further Information and Examples

See the section Event-Driven Programming Techniques in the Natural User’s Guide for Windows.